AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims, in which claims 1, 4, 5, 7 through 12, 16, 19, 23, 26, 28, 29, 35, and 36 have been amended.

1. (Currently Amended)   A method comprising:

detecting that an interchangeable memory has been connected to a mobile terminal device which device includes an interface for connecting an interchangeable memory and a cellular network interface, the interchangeable memory being separated from a SIM card of the mobile device;

retrieving a network address of a network server by the mobile terminal device in response to detecting connection of the interchangeable memory; and

automatically setting up a connection between the mobile terminal device and said server via said cellular network interface and activating a cellular network application that is independent from a cellular network communication application activated via the SIM card of the mobile device.

2. (Previously presented)   Method according to claim 1, wherein said network address of said server is stored in said interchangeable memory, and that said network address of said server is retrieved from said interchangeable memory.

3. (Previously Presented)   Method according to claim 1, wherein said network address of said server is stored in said mobile terminal device, and that said network address of said server is retrieved from said mobile terminal device.

4. (Currently Amended)   Method according to claim 1, ~~further comprising activating a~~ wherein the cellular network application [[being]] is stored on said interchangeable memory, and activated in an online mode.

5. (Currently Amended)   Method according to claim [[1]]4, wherein said interchangeable memory contains application ID data of said cellular network application and in that said method further comprises retrieving said application ID data and transferring said application ID data to said connected server.

6. (Previously Presented)   Method according to claim 1, further comprising sending a user confirmation request to a user interface for setting up a connection to said server address via said network, and setting up a connection to said server at said server address via said network, only if said requested user confirmation is detected.

7. (Currently Amended)   Method according to claim [[1]]4, further comprising obtaining preference data of a user for said cellular network application, and storing said preference data within said interchangeable memory.

8. (Currently Amended)   Method according to claim [[1]]4, further comprising retrieving preference data of a user for said cellular network application stored in said interchangeable memory, and transferring said preference data to said connected server.

9. (Currently Amended)   Method according to claim 1, wherein the server resides in another mobile terminal ~~said cellular network application is a cellular network game~~.

10. (Currently Amended)   Method according to claim [[9]]1, further comprising hot-swapping the interchangeable memory with another interchangeable memory without powering the mobile terminal off ~~determining game status data of said cellular network game, and storing said data in said interchangeable memory~~.

11. (Currently Amended)   Method according to claim [[9]]4, further comprising:

retrieving game status data of a user for [[said]] a cellular network multiplayer game stored in said interchangeable memory, [[and]]

transferring preference data of a user to said connected ~~game~~ server which is a dedicated game server,

   determining game status data of said cellular network game, and

   storing said data in said interchangeable memory,

   wherein said cellular network application is the cellular network game.

12. (Previously Presented)   A method comprising:

detecting that a mobile terminal is being connected to an interchangeable memory, the interchangeable memory being separated from a SIM card of the mobile device,

in response to detecting a connection to the interchangeable memory, retrieving a network address of a cellular network server and a script[[, by]] to the mobile terminal, to induce said connected mobile terminal to set up a network connection to said cellular network server at said network address, and

transferring said network address and said script to said connected mobile terminal, for causing said connected mobile terminal to automatically set up a network connection to said cellular network server at said network address and for automatically operating a

cellular network application <u>that is independent from a cellular network communication</u> <u>application activated via the SIM card of the mobile device</u>.

13. (Previously Presented)   Method according to claim 12 further comprising: retrieving preference data of a user for said cellular network application, and transferring said preference data to said connected mobile terminal.

14. (Previously Presented)   Method according to claim 12, further comprising operating said cellular network application being stored on said interchangeable memory in an online mode.

15. (Previously Presented)   Method according to claim 12, wherein said cellular network application is a cellular network game.

16. (Currently Amended)   ~~Computer program product comprising program code means~~ ~~stored on a~~ computer readable medium [[for]] carrying <u>one or more sequences of one or more</u> <u>instructions which, when executed by one or more processors, cause an apparatus to carry</u> out the method of claim 1~~, when said program product is run on a computer or network device~~.

17. - 18. (Canceled)

19. (Currently Amended)   A mobile terminal device comprising:

a cellular network interface,

a user interface,

a processor being connected to said network interface and said user interface,

an interface for connecting an interchangeable memory that is separated from a SIM card of

the mobile terminal device, and

a detector for detecting an operative connection of said interchangeable memory,

~~a component for retrieving~~ wherein the processer is configured to retrieve a server address for

a network server upon detecting an operative connection [[of]] from said mobile terminal

device to said interchangeable memory, and ~~a component for connecting~~ to automatically

connect said mobile terminal device to said server address via said cellular network

interface of said mobile terminal device and to activate a cellular network application that

is independent from a cellular network communication application activated via the SIM

card of the mobile device.

20. (Previously Presented)   Mobile terminal device according to claim 19, wherein said

interface for connecting an interchangeable memory is an interface for connecting an

interchangeable memory that comprises said address of a server, and wherein said component for

retrieving said server address is configured to retrieve said server address from said

interchangeable memory.

21. (Previously Presented)   Mobile terminal device according to claim 19, further

comprising a storage that stores said server address, wherein said storage is connected to said

processor and wherein said component for retrieving said server address is configured to retrieve

said server address from said storage.

22. (Previously Presented)   Mobile terminal device according to claim 19, wherein said

terminal device is further configured to retrieve application ID data of said cellular network

application stored in said connected interchangeable memory and transferring said application ID

data to said connected server.

23. (Currently Amended)   Mobile terminal device according to claim 19, wherein said

terminal device is further configured to operate said ~~online~~ cellular network application of said

interchangeable memory ~~device if and~~ when said interchangeable memory is detected.

24. (Previously Presented)   Mobile terminal device according to claim 19, wherein said

interface for connecting an interchangeable memory is an interface of a multimedia card.

25. (Previously Presented)   Mobile terminal device according to claim 19, wherein said

cellular network application is a cellular network game.

26. (Currently Amended)   Interchangeable cellular memory device comprising:

an interface for connecting to a mobile terminal device that is activated for wireless

communication via the SIM card,

a data storage for storing at least one address of a server,

a component for detecting a connection to a mobile terminal device, and

a reader for retrieving said server address from said data storage in response to detecting a

connection to a mobile terminal device,

wherein said interchangeable cellular memory device is configured to transfer ~~at least one of~~

said stored address[[es]] of [[a]] said server via said interface to said mobile terminal

device for causing said mobile terminal device to automatically set up a connection to

said server with said address of said server and to activate a cellular network application

that is independent from a cellular network communication application activated via the SIM card of the mobile device.

27. (Original)   Interchangeable cellular memory device according to claim 26, wherein said data storage further stores a cellular network application.

28. (Currently Amended)   Interchangeable cellular memory device according to claim 26, wherein said data storage further stores application ID data of [[a]] the cellular network application.

29. (Currently Amended)   Interchangeable cellular memory device according to claim 26, wherein said data storage further stores at least one set of preference data related to application preferences of a user of [[a]] the cellular network application.

30. (Previously Presented)   Interchangeable cellular memory device according to claim 26, wherein said interchangeable cellular memory device is a multimedia card.

31. (Previously Presented)   Mobile terminal device according to claim 26, wherein said cellular network application is a cellular network game.

32. (Original)   Interchangeable cellular online game memory device according to claim 30, wherein said data storage further stores at least one cellular network game status.

33. (Previously Presented)   Interchangeable cellular online game memory device according to claim 26, wherein said storage also contains a script to induce said connected mobile terminal to set up a network connection, wherein said reader is configured to retrieve said script.

34. (Original)   Interchangeable cellular online game memory device according to claim 33, wherein a storage controller is provided to send said server address and said script to said interface.

35. (Currently Amended)   ~~Computer program product comprising program code means stored on a~~ computer readable medium [[for]] carrying <u>one or more sequences of one or more instructions which, when executed by one or more processors, cause an apparatus to carry</u> out the method of claim 12~~, when said program product is run on a computer or network device~~.

36. (Currently Amended)   ~~Computer program product comprising program code, downloadable from a server for carrying out the method of claim 12, when said program product is run on a computer or network device~~ <u>Method according to claim 1, wherein the interchangeable memory is detected while the mobile terminal is activated for wireless communication via the SIM card</u>.

37. (Canceled)